

# C TOURNAMENT SYSTEMS



## C/7 EUROPEAN CHAMPIONSHIP INDIVIDUAL ARTISTIC

### Art. 1. PARTICIPANTS

One player per federation, filled up to 24 inscribed players according to the CEB-rankinglist.

### Art. 2. INSCRIPTION and PARTICIPATION of the SPORTSMEN

Consideration of registration as following:

1. Title holder
2. One representant of the organizer, if the organizer is not the CEB
3. One sportsmen of each federation affiliated by the CEB
4. Consideration of the CEB-rankinglist. The sportsmen which are inscribed by an federation and not applied at the points 1.-3. will be concerned in order of their position at the CEB-Rankinglist

### Art. 3. GROUP GAMES

The 24 inscribed sportsmen are divided into eight groups with three sportsmen in the Z system according the updated CEB ranking (the title holder will be seeded as #1). If three sportsmen of the same nationality are in one group the CEB-sportsdirector will replace sportsman #3 of the poule. In the case where two sportsmen of the same nationality are in the same group they will meet first.

The top two from each group qualify for the final round. The system of the final round you will find at Art.16.

### Art. 4. SYSTEM – BEGINNING OF THE MATCH

The games begin by cushion drawing. The sportsman who wins the cushion drawing decides who begins the match. The match begins with the figure of a starting point (A-N). Both players try every figure until an athlete cannot be joined by his opponent. Then the match is finished.

### Art. 5. PLAYING DISTANCE

The playing distance in the poule matches and in the 1/8-finals is 28 figures.

The playing distance in the ¼-final, half final and final is 35 figures.

### Art. 6. TIE-BREAK

If a match does not have a winner, a tie-break will follow playing the next figure in the row. If both sportsmen solve or fail this figure they will play the next figure until decision: when a sportsman has failed a figure and the opponent was successful, the match is finished. The tie-break will be started by the athlete who has started the match.

### Art. 7. BREAK

After the 14<sup>th</sup> played figure there is permission for a break of maximum 5 minutes.

### Art. 8. RANKING IN THE GROUPS

The classification of groups will be conducted using the following criteria:

- a) Match points (W = 2 Pts / L = 0 Pt)
- b) Percentage =  $\frac{\text{Total succeed points}}{\text{Total possible points}} \times 100 =$  % (three decimal places rounded down)
- c) Direct encounter (Result of the game sportsmen between them)
- d) Highrun
- e) Amount of solved figures with coefficient 10, etc..



**Art. 16. TOURNAMENT SYSTEM / ENCOUNTERS**

It will be played following the joined KO scheme

